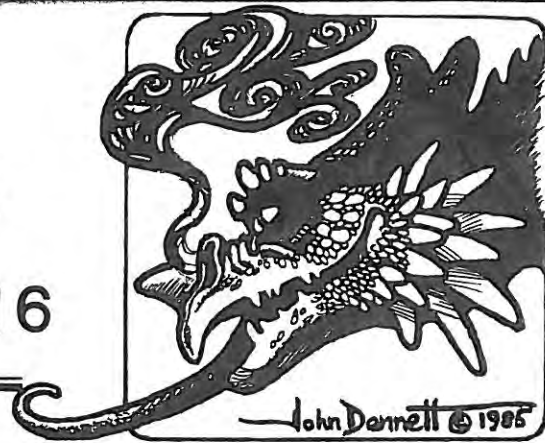


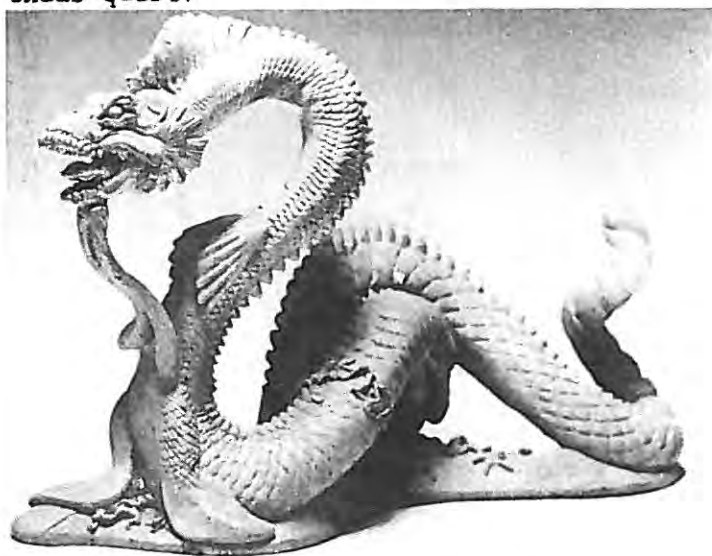
THE GRENADIER BULLETIN # 16

The Newsletter from Your Figure Company I



DRAGON TRACKS THE TRAIL TO THE DRAGONSTONE

Greetings! I, Domhmull of Clearspring, because of my knowledge of the ancient lore concerning the mighty Dragon Lords of Neberon, have been chosen by the Council of Scribes to record and report the progress of the brave heroes who search for the Dragonflame Talisman. I shall transcribe these chronicles from messages sent to the Vermillion Citadel from Tyrion, the somber half-elf who has joined the quest for the legendary relic. I shall endeavor to make my entries in this journal as brief as possible in hopes of expanding upon the information therein when the heroes have completed their quest.



2513

The first map led the adventurers to the mysterious Singing Sea. There, they aided a pair of Sea Elf warriors in a pitched battle against Lessha, a great, white Sea Dragon. In gratitude, the Sea Elves provided the heroes with the second fragment of the Dragon Lords' map.



2514

This map sent the three warriors to the towering majesty of Hrogim's Wall. Entering the dwarven tunnels carved into the sheer cliffs, Tyrion, Deyaan, and Sir Vadrian joined a party of noble paladins who were on their own quest to slay some of the six-legged Dragonlisks which had made their nests there. Deyaan managed to slay one of the savage creatures and, while searching its lair, found the third map fragment.



2515

This fragment showed the way to the Highforge Mountains, which lay on the other side of Hrogim's Wall. Traveling along windswept mountain passes, they encountered Dronn the Defender, a dragon forged of living iron. After

THE TRAIL TO THE DRAGONSTONE

Vadrian had convinced the Iron Dragon of the innocence of their intentions, Dronn escorted them to the Dwarven stronghold of King Throhdal, ruler of Highforge. The Dwarf King presented the heroes with the fourth map fragment, entrusted to the Dwarves by the Dragon Lords. As the adventurers prepared to journey southward, Throhdal requested that the heroes seek news of a party of Dwarves which had disappeared from his kingdom.

That is where my chronicle ends at present. When more messages are received from Tyrion, I will continue this journal. Until then, I pray that the unholy evil of the Undead Legion does not loom upon your borders.

Respectfully,

Domhnall of Clearspring
Loremaster of the Seventh
Star



CHAOS DRAGON & DWARVES

The Sea Dragon, the Dragonlisk, and the Iron Dragon are each now available in impressive boxed sets from Grenadier's DRAGON LORDS SERIES II Dragons collection. The Sea Dragon comes complete with two fighting Sea Elves. The monstrous Dragonlisk is featured in combat with a pair of chivalrous paladins. And last, but not least, Drann the Defender, the unstoppable Iron Dragon of Highforge comes boxed with the Dwarf mage, Adar Starsculptor, and one of the Dwarven smiths who helped create the mighty creature.

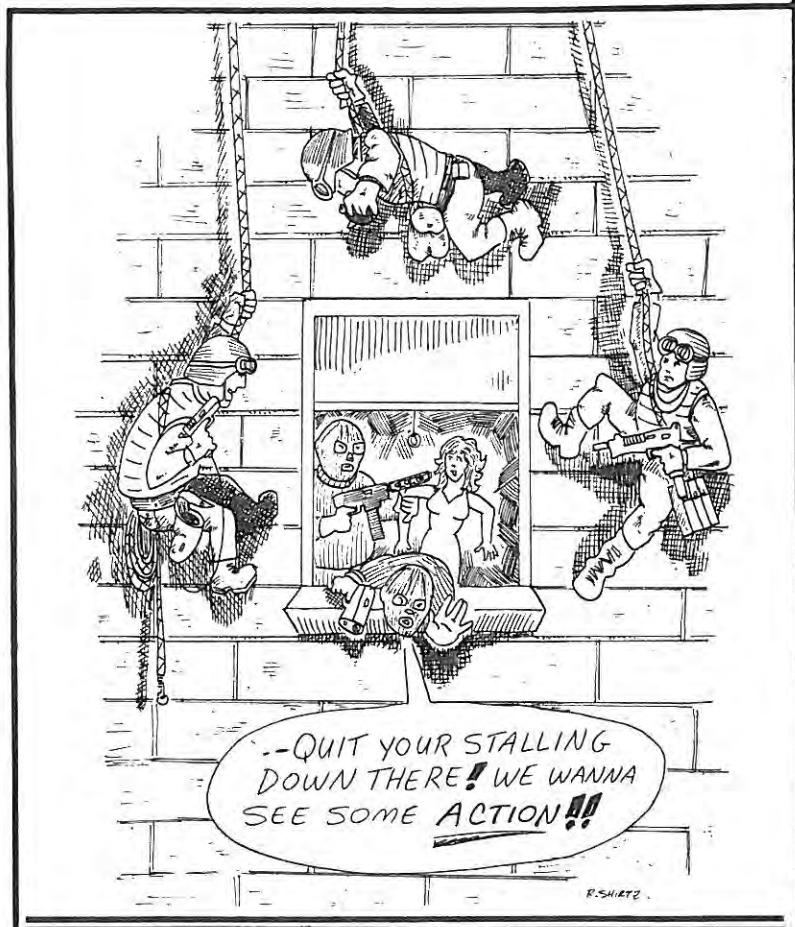
In addition, all Series II Dragons come with gaming stats, a lively painting guide, and information on Neberon gathered from the works of Domhnall of Clearspring, Loremaster of Neberon.

So what are you waiting for? Start your collection of Grenadier's Series II Dragons today. They're destined to be the favorite miniatures collection of 1985! Join the Quest for the Dragonflame.

--Don Wellman



SHIRE DRAGON & FRIENDS



CREDITS

Publisher - Grenadier Models

Editor - Mr. Don Wellman

AND

Members of the Grenadier Staff and our faithful readers and customers.

SCRIBE'S SANCTUM

IMITATION IS THE SINCEREST FORM OF FLATTERY OR WILL
THE REAL UNDEAD LEGION PLEASE MARCH FORWARD

You know, a couple of years ago, Grenadier Models made a bold decision to cease production of the highly successful AD&D line of fantasy miniatures in order to provide players of all fantasy games with a broader range of quality fantasy miniatures. At best, this was a risky venture. Still, Grenadier forged ahead into unknown territory with not one, but two line of fantasy figures, DRAGON LORDS and FANTASY LORDS.

Apparently, we made the right decision. For the past two years, FANTASY LORDS has won the coveted Strategists' Club Award for best Fantasy Miniatures Series at Gen Con and our DRAGON LORDS Dragon of the Month series has become so popular that we've already started our second Dragon series. Still, this is not enough to truly indicate that our numerous changes have been successful. True enough, consumer acceptance of a new product line is essential and we do appreciate it. But the icing on the cake is when our competitors, in efforts to boost their own sales, produce imitations of our most successful fantasy series. We always knew that we were on the right track and now this new development leaves no room for doubt.

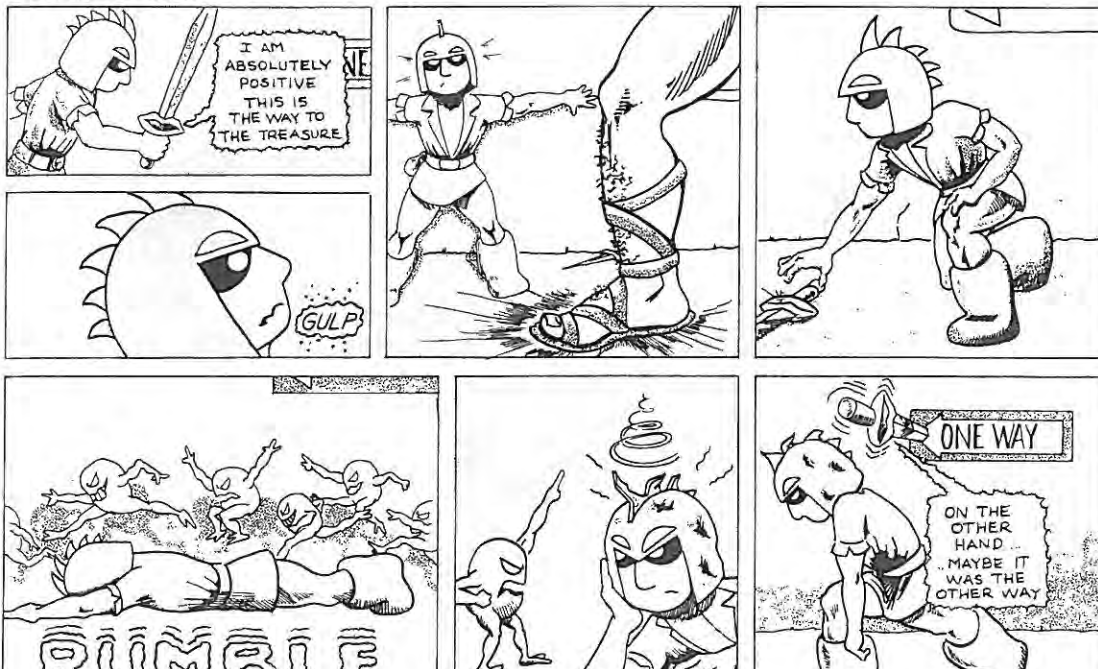
Now, since it's impolite to point a finger at anyone, I won't

tell you who these malefactors are. I will say this, however, if you want the original Dragons of the Month or the true Undead Legion, don't be fooled by a similarity of product names and packaging. Just look for the big Grenadier "G". This tells you that you're getting the very best in fantasy miniatures, not Johnny-come-lately imitations. Not only will you be getting top quality figures, but you'll also get little extras like my "World of Neberon" installments, something these "other guys" don't have. I trust I've made my point.

On a different note, beginning in this issue of The Grenadier Bulletin, you will notice a heavier influence on fantasy gaming in the various articles. According to our survey as well as the kind letters we've received, this is what you enjoy. That's great. Fantasy is my first love and I like to think that it's what I do best. So look forward to more things like "Visions in the Palantir", "Chronicles of the Undead Legion", and "Folk of Neberon". So belt on your sword and saddle your mount, for to ride in the company of the Wolf Lord is to ride into high adventure. 'Tis a quest not to be missed.

--Don Wellman

JREKK BY BRUCE BRACHMAN



FEMALE ADVENTURERS ---BEAUTY, BRAINS, & BRAVERY

Once upon a time, it was perceived that heroic fantasy was, by and large, a domain of the male gender! In its early years, fantasy gaming followed this trend with players taking on the roles of brawny barbarians and intrepid knights, relegating women to their time-honored status as damsels-in-distress, perpetually in need of rescue. Fortunately, times are changing as more women are becoming involved in fantasy gaming. Even fantasy literature is enjoying a resurgence thanks, in no small part, to a growing number of believable female characters as well as the impressive work being produced by many top-notch women writers.

Still, Grenadier was the first miniatures company to produce an entire box of fantasy females. That box became one of our most popular sets. It is now my pleasure to announce the release of Grenadier's newest addition to the DRAGON LORDS line--FEMALE ADVENTURERS! This beautiful boxed set is a definite improvement on its well-received predecessor. Included are a formidable Valkyrie, a cloaked assassin with a blowgun, a dwarf woman dressed in chainmail and armed with a hammer, a maul-swinging cleric, and the primitive Stone Maiden toting a hefty cudgel. The Wingmaid offers a look at the fairer sex of our popular Wing Folk and appears



well able to use her scimitar. The Lady Thief is armed with a curved dagger as well as a bola. There is also a scalemailed fighter and a ranger ready to defend the wilderness pathways with her deadly bow. My personal favorite is the Elf warriormage. She has one hand raised to cast a spell while the other is wrapped around the hilt of a sword.

Sculptor John Dennett has done an outstanding job on these ladies in stark contrast to the hideous beasts he usually delights us with. No fantasy gamer will want to be without this set, so pick up your box of FEMALE ADVENTURERS today. If you don't, you might find yourself being visited by a very persuasive flametressed swordswoman. I warned you.

--Don Wellman

GRENADIER'S CTHULHU BLISTERS ---NOT JUST FOR THE 1920'S

Traemon gaped in horror as the Picts summoned their god with cries of "Tuhl! Tuhl!", their painted bodies whirling like dervishes around the stone monolith where the slim, pale form of Lady Tryssa was bound.

Suddenly, the clearing was filled with a bone-chilling fog as a monstrous, slouching figure lurched from the shadows. Dragonlike wings sprouted from its back and its head was like that of a deformed Kraken. It walked like a jungle ape, its clawed, misspoken hands dragging through the underbrush. Terror rising in him, the Highlander realized that this abomination was the god of the Picts.

"Tuhl," he gasped, instinctively reaching for his sword hilt. . .

When Chaosium's "Call of Cthulhu" game came out, it generated unparalleled interest among gamers for role playing adventures set in the 1920's and 30's. However, we have a tendency from time to time to set limits on our imaginations. Recall, if you will, some of those slimy, awesomely powerful denizens of the nether realms faced by a certain black-maned



I was reminded of this melding of horror and fantasy when I first saw the six new Grenadier CTHULHU Blister Packs. These long-awaited horrors are sure to add a touch of terror to any Fantasy game.

Blister #213 features a pair of "Cthonians". These beauties will make your dungeon's carrion crawlers and giant worms look like lightweights! "Nyarlathotep" in his monster form is #214. This vile hellspawn has a single, whiplike tentacle where its face should be. Truly unnerving! "Tsathoggua" is a terrifying hybrid of bat and toad. This giant, bloated creature is featured in Blister #215. #216 has the "Dimensional Shambler & Old One", two

NEW FOR FALL

MORE EXCITING FANTASY LORDS



Ah, yes, fall has returned, bringing with it the atmosphere for action and a yearning in every adventurer's heart for the thrill found only in daring quests of mystery and danger.

To make your adventures more exciting, the Fantasy Lords at Grenadier have released six wonderful new blisters.

The Undead Legion marches on with Blister #131--Elite Undead Infantry. These highly skilled skeletons spell T-R-O-U-B-L-E for unwary adventurers. Included are a vicious axe-wielder, a skilled spear-fighter, and an undead warrior with sword and shield. I hope you have a good cleric! If you're a fan of Arabian Knights, you'll love our Flying Carpet & Crew, Blister Pack #132. It includes a powerful vizier with his magic lamp, a sultry Arabian beauty, and of course, the fabulous flying carpet. This is a beautiful set you won't want to be without. #133 continues our series of Japanese characters with Samurai, featuring one armored warrior advancing with a naginata as well as a Samurai archer on horseback. For woodland encounters, #134 contains two Armored Centaurs, one armed with a heavy mace, the other with a deadly crossbow. If you like centaurs as much as I do, you'll love these equine warriors! Due to popular demand, Blister #135 is the fearsome Umberbulk, a subterranean terror certain to test the skills of the best warriors. Finally, it's time to announce my personal favorite of these new releases. It's John Dennett's Goatkin Warriors, Blister #136! These monsters are really nice. Featured are a goatkin with a shield and flanged mace, another with a broad-bladed tulwar, and a third hoofed horror with a spear. These chaotic man-beasts will be a welcome addition to any fantasy campaign.

Well, that's all the new blisters for this issue. Next issue, I'll tell

GHOULS IN GANGLAND

GRENADIER'S NEW 25mm NIGHTMARES MINIATURES FOR CHILL



It was a nightmare. Joe the bodyguard moved to stop the two men as soon as he saw them come in through the hall door. They flung him against the wall, stunning him. Millie, the lawyer's secretary looked up from polishing her nails when she heard the commotion. The men pushed past her desk without speaking, and spilled her nail polish.

Milton Gracey III stopped reviewing the pile of briefs when the door to his wood-paneled office slammed open. He stood, one hand reaching for the tiny pistol he kept in his desk.

"What do you mean by this?" he demanded while his fingers tightened around the small automatic hidden in his top desk drawer.

Shoving their way inside, the two men moved toward him. Pulling the gun, he aimed and fired. The tall man jerked from the impact, but did not stop.

Milton uttered one scared squeak before they threw him backward through the window of his fifteenth floor office. He windmilled all the way down, screaming. The men did not speak, watching him fall. Then they turned to leave.

The men looked at Joe with dead eyes, and headed slowly toward the open hall door. Joe stumbled to his feet, and pulled his pistol. Blood streamed from his cut forehead. Shakily he aimed and fired. The short man jerked as the bullets hit with soft thuds. Backhanded, and without breaking his slow stride, he slapped Joe, sending him crashing into the office furniture, breaking his back and cracking his skull.

CHRONICLES OF THE UNDEAD LEGION

WHEELS OF DESTRUCTION --WAR CHARIOTS OF KHOMER LOLTH

Accompanied by the mournful din of the drums and horns of the Undead Legion, dawn came to the Plain of Mekhat, staining the short grass with a ruddy hue like that of spilled blood. An omen, perhaps, and one which furthered the disquiet amongst the waiting armies of Prince Logh of Felmorren. Across the plain came the hoisting ranks of the Undead Legion of Khomar-lolth, marching toward our lines with a leisurely slowness.

A howl rose up from the skeletal host, emanated from the vulgar throats of misshapen ghouls which were used as scouts by the unholy Legion. The ghouls loped at the head of the horrid army, their red eyes blinking in the dim light afforded by the black, rolling clouds which had begun to gather overhead. A second omen of ill fortune, I thought as I breathed a prayer to the Father of All Life.

Behind the bloodthirsty ghouls, rose the dust from the hooves of the Undead Cavalry which had formed itself into six separate spearheads of a score of skeletal riders each. Beyond, I could see the towering figures of the Undead War Mammoths as well as the packed ranks of the skeleton infantry which marched around their pillarlike legs.

A lone rider, presumably the Undead Commander, rode to the head of the approaching column and signaled the attack. At that moment, the flying wedges of the Undead Cavalry split apart and from their midst raced a dozen War Chariots which quickly closed the gap between them and our front ranks. Another chilling howl came from the ghouls as the hideous war carts tore into our waiting warriors. Now the grass of the Plain of Mekhat was stained with real blood.

As my fingers began to trace mystic signs in the air, I shuddered at the grim reality of the Undead Legion's newest weapon in their war against the living.

--Lendeyr delKolos

Loremaster-mage of Tymbron

The WAR CHARIOT OF THE UNDEAD LEGION is now available in Grenadier's newest Masterpiece Editions boxed set. The chariot is exquisitely detailed, manned by a whip-cracking driver and a skeletal archer, and drawn by a pair of undead horses. This set also includes a mounted standard bearer, as well as notes from Lendeyr on the tactics of the War Chariot



and suggestions for incorporating the WAR CHARIOT OF THE UNDEAD LEGION into your fantasy campaign.

This beautiful set is, in my opinion, the finest addition to Andy Chernak's UNDEAD LEGION so far and I am certain that no fantasy lover will want to be without it. But remember, only Grenadier has the original UNDEAD LEGION. Just look for the "G"! If you don't, the ghouls'll getcha.

--Don Wellman

FANTASY LORDS BLISTERS CONTINUED

you about six new Fantasy Lords packs and believe me, you'll be impressed! I'll give you one clue. One of the new blisters features a somewhat ignored character class that we've been receiving requests for (literally!) everyday. For the answer, be here next issue. And remember, at \$2.50 a pack, Grenadier's Fantasy Lords blisters are one of the best bargains in fantasy miniatures. If your hobby shop doesn't keep them in stock, lay siege to the place until they do! Sometimes direct action becomes necessary to get results. Heh, heh. Till next we meet, noble ones, keep your swords sharp.

--Don Wellman

CTHULHU CONTINUED

horrors from beyond the stars. #217 is the eagerly-awaited "Spawn of Cthulhu". Need I say more? Finally, Pack #218 brings you the bat-winged, serpentine form of the "Hunting Horror", the servant of dark Nyarlathotep.

Truthfully, just about any game could make use of these monsters, whether it be horror, science fiction, superhero, or fantasy. Give your imagination free rein. Oh yeah, they're also great for playing "Call of Cthulhu".

--Don Wellman

FROZEN TEARS

A TALE OF THE FROST GIANTS OF NEBRON AS TOLD BY HASSELL GILDENTIN
BARD OF ERIMESHI

In the cold mountain passes of the frozen northlands, Harvahl was chieftain of the mighty Frost Giants. It is said that his only weakness was his beautiful daughter, Gudrun. After the death of her mother, Gudrun became sorrowful, weeping for days on end without rest. Try as he might, the Frost Giant chieftain could not bring his daughter out of her melancholy. Since the need for food did not cease because of a girl's grief, Harvahl went hunting, leaving poor Gudrun to dry her own tears.

While hunting, the Frost Giant came upon a young, half-frozen human lying in the snow.

"Wolf food," muttered Harvahl, and he bent to pick up the young man.

In a flash, the human was on his feet, a worn battleaxe gripped loosely in his stiff fingers. Laughing at the human's courage, Harvahl picked him up and carried him to the relative warmth of the ice cave where Gudrun sat weeping.

"Here, child," said the Frost Giant with a deep chuckle, "I've brought you something to play with."

Now, it is not widely known that young Frost Giants start their lives at about the same size as humans. Not until their sixteenth year do they begin to grow to their full stature. Gudrun had seen nearly fifteen summers and, though tall, she looked every bit like a human woman. The young man, a lost warrior by the name of Jarik, saw her tear-stained face and gave her a comforting smile. Then, to Harvahl's amazement, his daughter smiled back. With a great bellow of delight, he returned to his hunting, knowing Gudrun would be fine.

The months passed and the Frost Giant chieftain was absent from the ice caves more frequently and for longer periods of time. During those time, Jarik would tell Gudrun of the lands to the south, of men and their ways, of the wondrous things he has seen. Gudrun listened with great interest and likewise, showed the young warrior the secrets of her wintry home.

Then came that fateful day when Harvahl brought another male Frost Giant to the cave, announcing him as the giant who would be Gudrun's husband.



"I'll not marry him!" she snapped in defiance. "'Tis Jarik to whom my heart belongs!"

The chieftain growled, sounding much like a sliding glacier. Dragging the other giant with him, he stormed from the cave, vowing silently that his daughter would not marry a human.

The next morning, Gudrun awoke to find all traces of Jarik gone from the ice cave. She asked her father what he had done with the young warrior. Harvahl merely shrugged, denying any knowledge of Jarik's disappearance.

To this day, Harvahl has never revealed what became of poor Jarik. Some legends say that the Frost Giant froze the young man in a glacier, others say that Harvahl fed him to a pack of wolves. There is also a story that says Harvahl summoned a Frost Dragon to carry the warrior far away.

Whatever the truth, Gudrun wanders the mountain passes on the pretense of hunting but it is her Jarik she seeks. Though she has since reached her full stature, her love for the young warrior has not lessened. She will eagerly seek out human travellers hoping for some word of her lost love. Knowing this, Harvahl keeps a close watch for humans in effort to keep his daughter away from them.

If you travel the wild northlands, you might come upon great frozen pools of water amidst the craggy peaks. These are Gudrun's tears, left while she searches for Jarik.

Grenadier's third GIANT'S CLUB release is FROST GIANTS, featuring surly Harvahl and his beautiful daughter. You won't want to miss this set, so get yours today!

--Don Wellman

GHOULS IN GANGLAND CONTINUED

A mysterious gangland hit man braves direct hits from a shotgun to machinegun a carload of rival thugs. Investigators drawn into this web of violence come face to face with creatures even the mob fears--creatures that can't be bought or frightened off, ceaseless killing machines which are out to get them!

The scene you just witnessed is from the "Ghouls in Gangland" Pacesetter adventure being run at several gaming conventions this summer. The NIGHTMARES miniatures are based on the THINGS supplement of creatures from the unknown for the CHILL(tm) role-playing game.

The NIGHTMARES box includes creatures from the CHILL rpg system. Some can already be used in other systems, and some must be converted to other systems. The featured creatures are:

1. A vampire in evening dress, suitable for use with "Vampires," "Vengeance of Dracula," or "Castle Dracula"
2. A zombie in mouldy Civil War garb, suitable for use with "Vengeance of Dracula," "Terror in Warwick House" (the adventure included in the boxed game), or "Village of Twilight".
3. A dusty mummy for use with "Thutmose's Night"
4. A feathered and scaly tupilaq for use with "Isle of the Dead"
5. A misty ghost for use with "Isle of the Dead" or "Terror in Warwick House" (the module included with the basic game)
6. A ravening werewolf for the upcoming werewolf adventure--sure to be a howling success. . .
7. A heart-breakingly beautiful continh, with a love 'em and leave 'em attitude. . .
8. A hideous She-creature who shows just how much fury an evil and spiteful woman possesses. . .
9. A hungry ghoull in tattered cerements, reaching for victims from beyond his open grave. . .
10. Finally, Black Tamanous, the horrifying Amerind creature which will never let you believe that "the woods are lovely, dark and deep. . ."

The miniatures are the finest horror figures I've seen. The sculptors, Andy Chernak and John Dennett, kept the figures faithful to creatures presented in the CHILL game and THINGS. and they

Run down and buy them. But keep them to yourself. No one should share his NIGHTMARES.

--Carl Smith

THE PROVISIONER

MORE EXCITEMENT FOR FANTASY ADVENTURES

Rumors have been circulating that interest in fantasy gaming has been slipping due to the number of alternatives cropping up in the gaming marketplace. Well, I suppose that such a conclusion could be drawn from the fact that, for the most part, 1984 was a rather ho-hum year for new fantasy releases. However, we are now well into 1985 and it seems that the fantasy role playing market is making up for lost time.

Avalon Hill's RUNEQUEST III had to be the most eagerly awaited game of 1984. This latest and (reportedly) final revision of Chaosium's excellent fantasy role playing game solves many of the problems which existed in the original and streamlines and expands the system to create a worthy successor to RUNEQUEST. However, veteran RUNEQUESTers may find the changes in the new rules only superficial and not worth the effort of converting existing campaigns to the new system. This was my initial reaction. But after closer examination as well as Avalon Hill's announced plans for future modules, I find RUNEQUEST III to be superior to its predecessor in both scope and content.

RQIII is comprised of five separate books, each dealing with a portion of the system. The "Player's Book" explains character generation and the overall mechanics of the game system. The "Magic Book" describes RUNEQUEST III's four individual magic systems. The "Creatures Book" provides over 90 creatures for stocking your fantasy world. I might also mention that rules have been added for playing Halflings, elves, dwarves, ducks, orcs, ogres, trolls, and broos (ugh!) as player characters. RQIII's "Gamemaster Book" gives outlines for creating and maintaining a fantasy world and contains a sample adventure. Finally, an "Introduction to Glorantha" gives players a sampling of the original RUNEQUEST campaign world.

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THE PROVISIONER CONTINUED

ROLEMASTER is Iron Crown Enterprises' impressive fantasy role playing system which has recently been revised and re-organized to provide gamers with a concise rules system which may be applied to any fantasy game or played by itself. Each game book may be purchased separately or as a part of the complete ROLEMASTER boxed set which includes all three books. SPELL LAW is an excellent addition to any fantasy gamer's library. This fine book offers over 2000 spell descriptions usable with any fantasy system. I have begun to consult SPELL LAW for the gaming statistics I write for Grenadier's SERIES II DRAGON and GIANTS CLUB figure sets. ARMS LAW/CLAW LAW provides tables for combat with an extensive variety of weapon types. CHARACTER LAW/CAMPAIGN LAW deals with generating characters and creating living, breathing fantasy worlds. This book is also a worthwhile addition to any gaming library.

The most recent release for I.C.E.'s ROLEMASTER series is CREATURES & TREASURES, a 96-page book which describes an impressive array of fantastic creatures and animals, as well as an intriguing assortment of treasure types. My advice to you is: **BUY THIS ONE!** You won't be sorry.

TSR may have a winner with their CONAN fantasy role playing game. This fine new offering allows players to experience all the perils and adventure to be found in Robert E. Howard's Hyborian Age. Stats are provided for playing Conan the Cimmerian or, if you prefer, you may create your own character. This is a definite plus for CONAN and an idea which should have been explored in TSR's disappointing INDIANA JONES game. An overview of the Hyborian world of Conan is provided, as well as a sample scenario, "The Tower of the Elephant", one of my favorite Conan stories. CONAN is a must for every fan of Howard's blackmaned Cimmerian adventurer.

Fantasy gaming on the decline? Not from where I'm sitting. From some of the mail we've been getting here at Grenadier, apparently you don't think so either. If game companies keep putting out products like I've just described to you, it's a sure bet that fantasy gaming will be around for a long time.

Well, that's all for this installment. next issue, I'll introduce you to more new products. In the meantime, keep your sword sharp and one eye over your shoulder.

--Don Wellman

VISIONS IN THE PALANTIR ADVENTURING IN THE LANDS OF MIDDLE EARTH

Whether it is admitted or not, most of the fantasy role playing games on the market today owe at least a portion of their content to the influence of J.R.R. Tolkien's enchanted realm of Middle-earth. It is not surprising that the release of any new gaming product which is based faithfully on this most beloved of all fantasy worlds is met with unrivalled enthusiasm.

Such, is the case with Grenadier's eagerly-awaited LORD OF THE RINGS miniatures collection. When it was announced that Grenadier had obtained the licensing to do official Middle-earth fantasy figures, the response was nothing short of overwhelming. Fans and gamers alike waited for the release of the new figures with anxious anticipation.

Well, gallant adventurers--wait no longer! Grenadier is pleased to announce the release of the first two boxed sets of the wondrous LORD OF THE RINGS miniatures collection.



The first boxed set is entitled the "Fellowship of the Ring". The characters featured in this set will be recognized instantly by any Tolkien enthusiast. In addition to the familiar personalities of Frodo, Aragorn, Gandalf, and Boromir, the "Fellowship" also included Merry (dressed in Rohan fashion), Pippin (in Gondorian armor), axe-wielding Gimli, and noble Legolas. And how could I forget faithful Samwise Gamgee, whose hand is outstretched to pat the neck of Bill, the ill-fated pony from Bree?

The second LORD OF THE RINGS set takes a look at the darker side of Middle-earth with "Sauron's Dark Ones".

VISION IN THE PALANTIR CONTINUED



This set includes a menacing Balrog, a Black Troll, an armored Wight, a brutish Orc Captain, a Warg, a Wraith, and a Mountain Vampire. This sinister set also includes the character of Saruman and Gollum.

Grenadier's LORD OF THE RINGS miniatures are so incredibly detailed so faithful to the original characters, you're bound to find yourself longing for the tranquil simplicity of the Shire, the cool depths of Lothlorien, or the open road which leads to adventure. These figures are really special, but after all, that's what you've come to expect from Grenadier. Get yours today and experience the wonder of Middle-earth.

One way to use your new Middle-earth miniatures is with Iron Crown Enterprises' MIDDLE-EARTH ROLE PLAYING game. Now here is the way to truly experience Middle-earth. With MERP, you can assume the role of a citizen of Tolkien's world and relive the excitement and sense of wonder you felt when you first read "The Hobbit" or "The Lord of the Rings".

I.C.E. also offers a wide assortment of quality campaign and scenario packs for MERP, as well as a line of related boardgames. Each of these products opens the door to a specific area of Middle-earth and provides gamers with enough background material and scenario suggestions to insure countless hours of high-spirited adventure in the magical lands of the greatest fantasy world of all.

Explore the depths of the mighty Dwarven city of Khazad-dum with "Moria", a 72-page campaign book featuring intriguing insights on the culture of Middle-earth's Dwarves. Explore the seven depths of Moria, face the terrifying Balrog, and witness the ageless wonders of Durin's Folk. No true Middle-earth fan will want to be without "Moria"

Another of I.C.E.'s campaign series is "Isengard". This 48-page book takes you to the wild reaches of Northern Gondor. In "Isengard", you can face Saruman and try to uncover the secrets hidden in Orthanc, discover the identity of the mysterious (and deadly) Green Asp, or search for signs of orcs along the Great West Road. Look for Grenadier's "Isengard" boxed set coming soon.

I.C.E.'s Middle-earth adventure modules offer specific scenario situations and, like the campaign modules, are crammed full of information. "Hillmen of the Trollshaws" and "Shelob's Lair" will be the first two modules to be complemented with Grenadier LORD OF THE RINGS boxed figure sets featuring personalities from the modules. "Hillmen of the Trollshaws" takes you on adventures in western Rhudaur, where you will encounter savage Trolls, fierce Hillmen, and the evil ghosts of the twisted Petty-Dwarves. "Shelob's Lair" leads you to perilous deeds near the western gateway of Mordor. Bravely enter the deadly web of Ungoliant's evil daughter in search of treasure or ally yourself with the inhabitants of the Tower of Cirith Ungol to defend the western lands from Sauron's armies. The miniatures sets for these fine modules should be available by the time you read this.

I might hasten to mention that, although I.C.E.'s excellent MIDDLE-EARTH modules are designed for use with their MERP or ROLE-MASTER systems, they are also quite adaptable for any other fantasy role playing game. Iron Crown's MIDDLE-EARTH modules may be found at your local hobby shop or at major bookstore chains like Waldenbooks.

Before I wrap up this installment of "Visions in the Palantir", I also want to tell you about I.C.E.'s "The Lonely Mountain" boardgame. This fine game leads you into the winding passages within Erebor, the Dwarven treasure trove now inhabited by the evil dragon, Smaug. Players control teams of adventurers in search of treasure. But look out! The halls of "The Lonely Mountain" are inhabited by ferocious monsters, not to mention rival bands of fortune-hunters. Then, of course, there's always the scaly menace of old Smaug to keep you on your toes!

That's about all for this issue. Next time, I'll tell you about Grenadier's latest LORD OF THE RINGS figure sets, I.C.E. MIDDLE-EARTH modules, and more. 'Till then--Farewell! Wherever you fare!

TALES OF NEBERON

NEBERON IN PERIL - THE QUEST FOR THE DRAGONFLAME BEGINS

Calembrian, the Imperial Wizard of Bragganor, paced impatiently in the candlelit gloom of his cluttered sanctum. Surely, adepts must be the slowest of mortal creatures! After all, how long should it take to fly three people from their respective homelands to the Vermillion Citadel, this shining tower from which the Imperial Wizard watched carefully the events which occurred across the face of Neberon? Still, when a world is imperiled, all time is scarce.

He sighed and gazed into his scrying stone. Peering into the swirling depths, he was greeted by the sight of six hippogriffs gliding gracefully into the Citadel's stables. Three were ridden by the adepts he had sent out, the others by those whom the adepts were sent to find.

Within minutes, the three strangers were ushered into his presence. As quickly and as courteously as possible, he greeted each of them. Vadrian, the staunch Vagabond Knight from the wild forests of Cabraeneum; Deyaan, the fierce barbarian battlemaid from the icy mountains north of the Singing Sea; and Tyrion, a mysterious half-elf warrior-mage from the high-legendary Silver Kingdoms.

"Well, wizard," grated the proud Deyaan, "your lackeys said this was important! So--out with it!" The fiery barbarian she-cat's mistrust of mages was well known, so Calembrian hastened to explain.

"Ten days ago, a necromancer by the name of Vadros broke the ancient seals and entered the long-dead city of Khomar-lolth."

"That necropolis of sleeping evil?" snarled Tyrion. "What foul blasphemy does the fool seek to awaken in that black pit?"

"Vadros has awakened the Undead Legion!" sobbed Calembrian. "All our attempts to stop him have failed." The Imperial Wizard buried his face in his hands.

"By the All-Father! The Undead Legion!" roared the Vagabond Knight. "How may this blackguard be stopped, High Mage."

"There is only one hope," the Imperial Wizard replied, "The three of you must quest after a talisman of incredible power--The Dragonflame Amulet, the powerstone of the ancient Dragon Lords!"

"Fie, wizard!" bellowed Vadrian. "Why did you not say so before? Tell us where this bauble is and Sir Vadrian of the Lightblade will fetch it for you!"

"Were it only that simple, noble knight. The Dragon Lords hid the Dragonflame in a place called the Dragonstone Monolith. No one knows its location. The only clues are on map fragments scattered across Neberon."

The Imperial Wizard handed a yellowed parchment map to Tyrion. "First you must find the Sea Elves of the Singing Sea," he explained. "This map fragment will aid you."

"not much," muttered Deyaan. "The Singing Sea is haunted and the Sea Elves only exist in children's stories."

"Hmmm," mused the half-elf, "there is a message on this map it reads:

"Twelve clues hold the keys,
Twelve maps to power.
Heroes shall brave twelve dragons
For the fate of Neberon."

"Sounds like a worthy quest indeed!" said the knight. "Zounds! Twelve dragons, no less!"

"And the hidden Dragonstone Monolith," reminded Tyrion. "Riddles and perils! I'll not miss this challenge!"

"I think we've all taken leave of our good sense!" snapped the battlemaid. "But if we're to leave for the Singing Sea, let's be off! The Undead Legion won't wait for us!"

Thus began a quest of heroes which would lead them across the face of the world. Others would join them and songs would be sung of their daring but for now, all that was certain was uncertainty.

--Don Wellman



OUTWIT SAURON! ENTER GRENADIER'S MIDDLE-EARTH TRIVIA CONTEST

The overwhelming response to our FANTASY TRIVIA contest was so tremendous that we've decided to give our faithful readers another chance to win, this time by testing your knowledge of J.R.R. Tolkien's Middle-earth. First prize will be any four Grenadier MIDDLE-EARTH boxed figure sets. Second prize is any three MIDDLE-EARTH sets. The third prize winner will receive their choice of any two MIDDLE-EARTH miniatures sets. As a bonus, any winner who correctly answers Gollum's Riddle will also receive a beautiful, full-color map of Middle-earth from Iron Crown Enterprises, creators of the MIDDLE-EARTH ROLE PLAYING game. Winners will be chosen at random from all correct entries received. Correct answer of the bonus question is not required to win first, second, or third prizes. Have fun and watch out for Nazgul. Deadline date for entries is Sept. 31, 1985.

- 1.) Who was the wife of Samwise Gamgee?
- 2.) What was "Durin's Bane"?
- 3.) What were the names of Farmer Maggot's three dogs?
- 4.) To whom was Aragorn betrothed and eventually wed?
- 5.) What type of weapon was used by the Lord of the Nazgul to wound Frodo on Weathertop?
- 6.) What name was given to the Elvish knife wielded as a sword by both Bilbo and Frodo?

- 7.) How many Rings of Power were made for the Dwarf-lords?
- 8.) Who slew the Lord of the Nazgul in the Battle of the Pelennor Fields?
- 9.) What was the object of the grim contest between Legolas and Gimli at Helm's Deep?
- 10.) Who was the captain of the band of Mordor-orcs who slew Boromir and captured Merry and Pippin?

Gollum's Riddle:

Cirith Ungol, strong and grim.
Many strong souls dwell within.
A special treasure is there to be had,
Whose hand holds the Rod of Gelad?

To answer this riddle,
Ask not me.
Get ye "Cirith Ungol & Shelob's Lair",
From I. C. E.
For a meager six dollars,

It you can buy.
And discover wherin,
Does the magic Rod lie.

"Nice Smeagol did good, didn't he, master? Gollum."

"Uh, sure Smeagol. That was fine."

"Now you give good Smeagol what you promised? Gollum, gollum. Hmmm?"

"Sure, here you go, Smeagol."

"CRUNCH! Ummm. . . gollum. . . good."

"Glad you like it. Ugh!"

WANT TO KNOW WHAT'S IN THE FUTURE FOR GRENADIER? GAZE INTO

THE SEER'S CRYSTAL

****Situation:** Civilization as we know it has just gone kablooeey. What will you do? What will you do? Answer: Play Twilight 2000, the hot new game from GDW and while you're at it, look for Grenadier's Twilight 2000 miniatures in August!

****Barbarians!** Your response to my last Seer's Crystal was so tremendous that it prompted Andy Chernak to do a blister pack of fierce barbarian warriors, which are available as you read this. Our upcoming Frost Dragon also features a pair of these savage fighters. Do you want more? How about a boxed set? I'm all for it, so send in your ideas post-haste!

****Speaking of savage warriors,** is there any interest in figures of African, Amerind, and Arabian-type adventurers?

****What about new races?** Do you want to see more figures like our Dragonmen and Wing Folk? Would you like to see creatures like Cat People and Insect Men?

Chaosium based on the Arthurian epic. Would any of you knights and ladies care to see Pendragon miniatures?

****Some-of-My-Best-Friends-Have-Pointed-Ears Dept.:** Some of you may have already guessed that I am a faithful admirer of the Fair Folk. It has been almost two years since our Elves boxed set was released. I think it's time we saw some more. Does anyone echo my sentiments?

****And the BIG news is:** Grenadier has been chosen to do figures for Mayfair's D.C. Heroes game! If you're a fan of Superman, Batman, & Co., you're gonna love what's in store. Check out my special science fiction and superhero gaming article in the next issue of the G.B. I'll be telling you about D.C. Heroes, Star Ace, Timemaster, and anything else I can dig up on these genres. Don't miss it.

LETTER FROM A FORMER EDITOR

Dear Grenadier Gang,

It has been a while since I dropped you a line so I thought a brief missive was in order. Just picked up your newest dragon, the Sea Dragon. I absolutely loved it and the elves that come with it. That makes a full compliment of 21 Grenadier Dragons flying about me; the 13 Dragon-of-the-month Dragons, the Masterpiece Edition Death Dragon, the Wizzards & Warriors Hydra, the W & W Wyvern, the Fantasy Lords' Dwarf Hydra, the Fantasy Lords' Dragon of the Emerald Idol. Now that I'm swamped with dragons I have little time to paint them, but that's okay, they don't spoil.

I love your collection of skeletons, both the "warriors line" in blisters and your "specialty line" in the Masterpiece Editions. By the way, have you noticed Ral Partha's "Masterpiece Collection" box of skeletons that is being advertised. Hope the Grenadier fans realize that this has nothing to do with your fine Masterpiece Edition series or your skeleton products. It really surprised me that Ral Partha would do that but I guess good ideas are hard to come by these days.

Heard you picked up the Twilight 2000 license. Good for you! After playing the game I was hoping you would do some miniatures for it. Should be right up your alley. You have a great skeleton army now, how about diversifying a bit more.

As you know I am busy pumping away at being a free-lance module writer, but I still miss putting out the Grenadier Bulletin. A column or article on painting techniques, acrylics vs. oils, color schemes for some of your figures how to convert miniatures, and how to construct dioramas would be of greater benefit to the readers than fiction. I'd also love to see more dioramic pix, like those of the Warbots trotting around town in issue 14. Answering fan's letters used to be one of my favorite tasks, why not bring back the fan mail to the GB. Overall, though, the Bulletin looks great.

I've had a chance to talk to some hobby retailers and distributors recently, they're all quite happy with Grenadier. Your castings are cleaner than ever before and show remarkable

detail, the figures have the best animation in the market, and your prices are extremely low. Of all the companies in the adventure gaming field today, yours has one of the best reputations. Tell Bob and the guys out back that they're going a great job.

That's about it for now. Hope everything is going fine there. If you get a chance, say hi to the Bulletin readers for me. They were always wonderful when they wrote or called Grenadier when I worked there and a few may still remember me. Looking forward to the new dragon (22!!).

Take Care,

Kim Eastland

Kim,

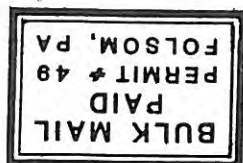
Thanks for your letter and suggestions. I am sorry to have edited out some of your figure ideas but if I didn't, you know who would simply copy them and I feel the figure collector deserves better than cheap, except for the price, imitations.

Best regards,

Andrew Chernak



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FANTASY LORDS BLISTERS- 139,140,141,142



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THE GRENADIER BULLETIN #17



The Newsletter from Your Figure Company I

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MONSTER MANUSCRIPT AN ADVENTURERS GUIDE TO FANTASTIC CREATURES

Many of you may have wondered what we have been up to lately? Rumor had it that Grenadier was working on something very special. Well the rumors were right!

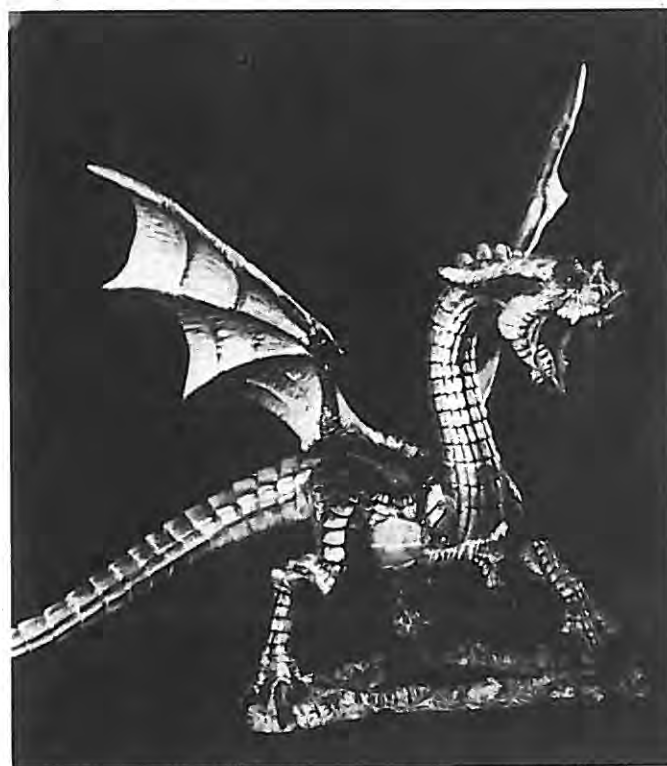
You will find within these covers Grenadier's Monster ManuscriptTM. This book is the culmination of months of intense research, painstaking development and the involvement of all the creative talents of the Grenadier staff. The manuscript was brought about in direct response to the demands of our many customers, who over the years have contributed so many useful ideas and suggestions. Thus Grenadier has decided to produce this valuable aid for the gamers and present it to our loyal customers as a gesture of our appreciation. As you have done so much for us, this is our "Thank You" to you.

Each of the creatures appearing in the Monster ManuscriptTM will be produced as part of our Monster ManuscriptTM metal figure sets. The twelve sets, keyed to the alphabet, will be released on a monthly basis. Each set will consist of 8-10 metal figures. In all over 100 new and all time favorite creatures, will be presented covering every entry in the Monster ManuscriptTM.

TERONUS-THE ULTIMATE DRAGON

Grenadier is pleased to present as the fitting cap stone to our incredible Dragon of the Month series, Teronus-The Ultimate Dragon. The Dragon of the Month represents a feat unprecedented in the history of fantasy miniatures, namely the release of a totally new dragon miniature each month for the past two years. It seems therefore, only fitting that the final creature in this unique series be something truly awe inspiring. The Ultimate Dragon meets this requirement quite nicely and its certain to dominate any fantasy miniature collection. This beautiful, finely sculpted creature is a figure you will be proud to own for countless years to come.

So, without further ado, Grenadier hereby announces the arrival of her scaly majesty, Teronus-The Ultimate Dragon!



COMING IN AUGUST
PARANOIA MINIATURES FROM GRENADEER

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...KEEP YOUR LASER HANDY!...

PARANOIA

A ROLE-PLAYING GAME OF A DARKLY HUMOROUS FUTURE

SERVE THE COMPUTER.

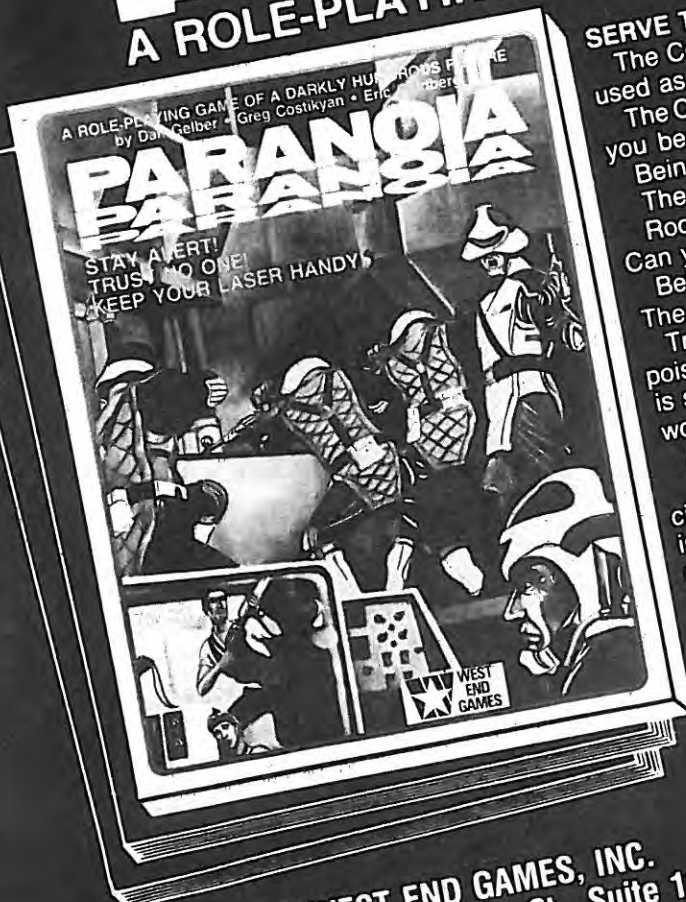
The Computer wants you to be happy. If you are not happy, you may be used as reactor shielding. The Computer is crazy. The Computer is happy. The Computer will help you become happy. This will drive you crazy. Being a citizen of Alpha Complex is fun. The Computer says so, and The Computer is your friend. Rooting out traitors will make you happy. The Computer tells you so. Can you doubt The Computer? Being a Troubleshooter is fun. The Computer tells you so. Of course The Computer is right. Troubleshooters get shot at, stabbed, incinerated, stapled, mangled, poisoned, blown to bits, and occasionally accidentally executed. This is so much fun that many Troubleshooters go crazy. You will be working with many Troubleshooters. All of them carry lasers. Aren't you glad you have a laser? Won't this be fun? There are many traitors in Alpha Complex. There are many happy citizens in Alpha Complex. Most of the happy citizens are crazy. It is hard to say which is more dangerous — traitors or happy citizens. Watch out for both of them. The life of a Troubleshooter is full of surprises.

Stay alert!

Trust no one!

Keep your laser handy!

Paranoia is an adventure role-playing game set in a darkly humorous future. A well-meaning but deranged computer desperately protects the citizens of an underground warren from all sorts of real and imagined traitors and enemies. You will play the part of one of The Computer's elite agents. Your job is to search out, reveal and destroy the enemies of The Computer. Your worst fear is that The Computer will discover that you are one of these enemies.



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THE GRENADIER BULLETIN #18



The Newsletter from Your Figure Company I

CATALOGUE, SINGLE FIGURE BLISTER PACKS, LEAD OFF FOR '87

JULIE GUTHRIE'S FANTASY PERSONALITIES

Grenadier is proud to announce the addition of Julie Guthrie to the Grenadier family. Julie is a supremely talented miniaturist and justifiably has achieved a world-wide reputation. For Grenadier, Julie will be creating an all new single figure blister line, -- Julie Guthrie's Fantasy Personalities.

Each figure in the new line can stand alone as a piece of miniature statuary. Superbly detailed down to the minutest detail, each figure also features unique costuming and accoutrements. However, at least to this observer, the most notable feature is the natural animation and pose of each figure which lends a life-like quality to each piece.

These new figures are being released at the rate of six per month. On page 19 of the catalogue you will find a listing of the first three months offerings. Future releases will include a variety of fighters, halfling scout, elf mage, weapon master, huntress, and more. The price of the new scarlet carded blister line is an incredibly affordable \$1.25. When you see these new figures at your local hobby shop, I think you will agree with us at Grenadier that they are a terrific bargain.

PHOTOGRAPHIC COMPENDIUM IS HERE!

This edition of the bulletin contains our 1987 catalogue and photographic compendium. The compendium consists of photographs of all the figures, arranged as per our boxes and blisters, currently available. This compendium will be systematically updated so that you will have an ongoing record of all Grenadier products.

We hope this compendium will fill the bill to all of you who have requested this type of catalogue. It necessitated a lot of work by a lot of people to put the over 300 separate photographs into these pages. However work is already underway on updates and bringing you better and larger photographs of the existing pages. We at Grenadier believe this can become a very useful tool to you the gamer, we hope you agree.

At last, you can take this catalogue to your local hobby shop and select exactly what you want. If the item is not in stock the shop should be able to get you the item from his distributor in about a week's time. If however you are snowed in for the winter, live in a wilderness area, or refuse to leave home because you'll miss the next U.F.O., yes we do accept mail-order.

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| 103 | Frost Giant (1) \$2.95 | 149 | Ninja Giant (1) \$2.95 | 192 | Sea Chariot (2) \$2.95 | 403 | Polish Infantry (5) \$2.95 |
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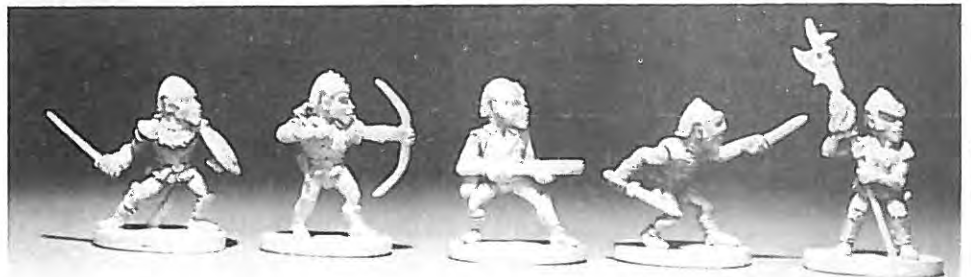
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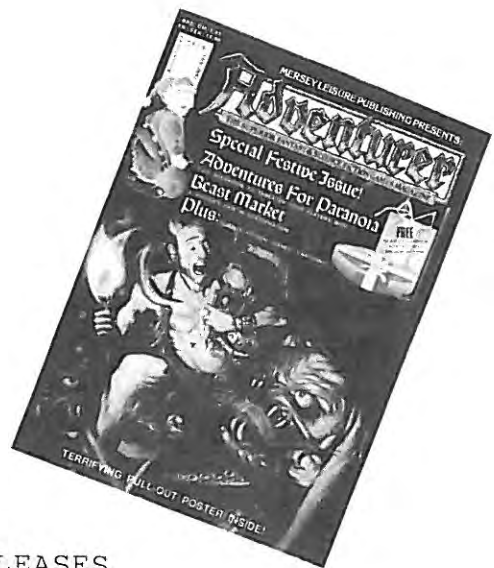
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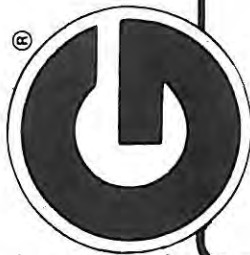
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The Grenadier Bulletin™ Newsletter

Volume II / Number 1

Reintroduction Issue

Summer 1993

We're Baaaack!

In 1982 the creative team that helped put Grenadier Models, Inc. on the top of the American gaming miniatures market started to dismantle. The reasons were both simple and complex. Different team members had personal goals they wished to pursue, goals which could not be accomplished with their current responsibilities. Other personal considerations started requiring more time. And so, starting in '82 and continuing through the next few years, the team slowly changed and so did Grenadier's style. Some of the team still remained with Grenadier, but in different positions which drew them away from things they knew and did best; others continued on as best they could, but Grenadier had changed its focus and became quite a different company; a company which began losing sight of its customer's needs and desires; a company which changed, but not necessarily for the better or with the times.

Fast forward to 1992. Andrew Chernak and Raymond Rubin decide to return to their old positions at the helm in an effort to once again steer this eldritch miniature company back into clear waters. Lou Litwin and Dewaine Gartensleben ("Dewey" to his trusted allies), Andrew and Raymond's most trusted lieutenants, stoke the "support furnaces" at Grenadier with furious energy. Lee Morrison, Master Mold Maker, and another veteran Grenadier, retakes his rightful position. Soon the miniatures are beginning to be molded and cast better than any time in Grenadier's past. Packing and shipping are faster and cleaner than they have been in years as product is whisked out the door as soon as possible. Positions, responsibilities, and duties are altered until everyone is working at what they do best and the company is picking up steam for the first time in years.

As 1992 progresses it turns into a revolutionary year

for Grenadier. Previously planned products still continue to be released through the first quarter of 1993, but new ventures are boldly being plotted. The British branch of Grenadier begins to produce more gaming products, especially for Fantasy Warriors, and the American headquarters also starts developing Grenadier owned games. Freelance sculptors are given more work and added to the already impressive list of Grenadier "in-house" sculptors to form an amazing stable of international artists, including Bob Charrette, Andrew Chernak, Mark Copplestone, Sandra Garrity, Julie Guthrie, Nick Lund, Bob Naismith, and William Watt.

The '92 summer conventions rolls around and Ray runs into Kim Eastland, Grenadier's "idea man" and founder of the Bulletin back in the early 80s. They start to reminisce, laugh about "the good ol' days", and



Elves Sinister Ambush Party (3002) by Sandra Garrity

talk about the return of the old team. Within a few months Kim's back on board, designing Grenadier's new Lost Lands™ Fantasy Concept (see page 2), helping the team set new goals and directions, and beginning the return of The Grenadier Bulletin Newsletter.

The first quarter of 1993 sees a flurry of activity and the creation of the first new Grenadier Catalog in 2 years, including all new photos and a complete listing of the lines along with plans for constant updates. New figure lines, such as Warlords™ 15 mm miniatures, Fantasy Legends™ miniatures, and Lost Lands Boxed Sets are introduced (in fact all of the '93 Lost Lands sets are scheduled, detailed, and their backgrounds completed by the end of Spring). In one year the company has made a great leap forward and is again a vital force in the miniature and gaming marketplace.

Even the "New York miniature persecution law" scare barely slowed down Grenadier's momentum. While other manufacturers crowed (then sometimes balked) at conversion to new non-lead metal, or completely rearranged their lines throwing customers and retailers into a confusing, dizzying spin of "what's available, where?" puzzlement, Grenadier simply started to methodically convert its miniatures to the brighter, higher tensile-strength Luminite pewter mixture by the end of winter; first in all of its new releases, then progressing through one line after another (both Julie Guthrie lines are now converted and when you read this, 3100 Legends, 3400 Cyberpunk, 5500 Masterpiece additions, 4900 Special sets, 7000 Best of Julie Guthrie, 8800 Julie Guthrie Box sets, 5600 Fantasy Warrior(TM) Personalities will have been converted.

It is now August of '93. Grenadier is about to introduce more new figure lines and games (see page 3) that will knock your shoes off. Our beloved British branch is preparing a few surprises that will take care of your socks after that! We feel that our efforts now are better than ever. Our creative team has expanded to include artist Martin Kealey, game designers Paul Delaney, Matt Forbeck and Bryan Winter, and many others that you will learn about in upcoming issues.

We're pumped. Seeing dazzling new products spring forth from skilled artisans and craftsman can do that to you. Now all we have to do is get the word out. We're back. Grenadier is back. And we're better than we've been in a decade, maybe better than ever. But how to get the word out? Well, the best way is how we did it back in the early 80s, establish a newsletter and go straight to the gamers and collectors, the people who really know what they like and are not afraid to tell us. And that is why you are holding this in your hand. The Grenadier Bulletin

Newsletter, back to its original format and purpose after over a decade, is here to serve and inform you. It feels good to be back.

Drop us a line and tell us what you think about the new "old" Grenadier.®

Discover The Lost Lands

You ever wonder where orcs come from? I mean, besides from momma and papa orcs. How are they related to goblins, hob-goblins, ogres, and the like? Why were they ever created in the first place? And why do orc miniatures look so different from each other, even within the same line? Where does a miniature sculptor begin when creating a boxed set of orcs. If the figure line is tied to a specific fantasy role playing or miniature gaming system you can use their artwork, if any exists, but then the vision of the figure is exclusively tied to that game only. What we at Grenadier wanted to do was set our own standards for everything in our fantasy lines: monsters, fantasy races, undead, everything, so when we wanted to come up with new miniatures we could explain how they related to the old ones. This may seem silly to some, but most great artists delve deeply into the backgrounds of their figures when they create them. They don't just slap a few pieces of armor on them, stick a silly oversized weapon in their hands and "go to". So, after a half year of detailed planning and writing, all of Grenadier's fantasy miniatures were combined into a single, interconnected concept. This



Orcs of the Shattered Bone (Lost Lands set 3001) Shown with Fantasy Legends Expansion packs 3118 Orc Command and 3119 Tribal Champions.

concept's foundations lie in a new realm we call THE LOST LANDS. This foundation provides a comprehensive background on how fantasy monsters and races, even demi-gods, came to be and how they interact with each other. This continuity of creation then car-

ries over to miniature designs. **THE LOST LANDS** is not a separate game or a specific game accessory, but a blanket concept that drives all of our future fantasy development. Its miniature representation and written background can be used by the gamer to expand his existing fantasy or battle campaign if he likes it better than the one he is using. Or he may choose to completely ignore **THE LOST LANDS** background we provide and use the figures for whatever he wants. That's fine with us as long as the customer is happy, but he certainly will find that the Lost Land's combination of new and traditional fantasy themes mixed in a unique and coherent manner is rather different. Whether an individual personality, a roving band of monsters, or a Fantasy Warriors™ mercenary unit, all Grenadier fantasy miniatures have their roots and relationships to each other clearly defined in the Lost Lands.

Why is this important to us? Because we like there to be some logic in why some figures are so different from others. Take the Nick Lund dwarves he created for our Fantasy Warriors game. They are quite large, heavily armored, and look different than other Grenadier dwarves. That is because, in **THE LOST LANDS**, they are actually mountain dwarves, some of the roughest warriors in the realms. It does not change their position in the Fantasy Warriors game. Indeed, Fantasy Warriors is a subset, if you will, of **THE LOST LANDS**, a game within a game. But when you look at the overall Grenadier fantasy lines and how the various dwarves compare to each other, you can see that Nick's mountain dwarves are probably the toughest there are. We have many different types of dwarves, and we now know how they relate to each other.

All of Grenadier's blister pack fantasy lines feature **THE LOST LANDS** races, creatures, personalities, and equipment: dozens of variations on classical fantasy themes plus brand new themes sure to excite collectors and gamers everywhere. But that's not all, the big news is that we have re-introduced our popular small boxed theme sets. The theme box, an idea pioneered by Grenadier in 1977, features a specific monster group, fantasy racial tribe, or adventuring party in a heavy cardboard box with a one piece foam divider. The box usually contains 10 miniatures and is perfect for storing and protecting them when they are painted. You can either use these sets in your favorite fantasy role playing or miniature battle game, or simply collect them for their own artistic value. Our Lost Lands sets are far more "modular" in design than our old sets were, so multiple sets can be combined to form larger encounters or battle units. A good example is the first Lost Lands box set, Orcs of the Shattered Bone. Tired of wimpy, half-naked orcs that your party or unit cuts through like soft cheese on the way to their objective? Well, these armored orc veterans are something else altogether. The set contains a single scouting party of 10 orcs, all beautifully sculpted by Sandra Garrity. These are what normal orcs look like in

the Lost Lands. All others in the Grenadier lines are neo-orcs, that is, they are specialized through breeding for war, work, or some other task.

If you want a larger orc encounter or are using the Shattered Bone orc tribe in a miniature battle game, you can simply add another box or two to increase the "opposition" in groups of ten characters. The Fantasy Legend™ blister pack line is specially coordinated with the Lost Lands sets to alter and/or increase the purpose of the set. For example, two Fantasy Legends blister packs based on the same type of orcs (Orc Command and Orc Tribal Champions) were released shortly after the Shattered Bone set so leaders or elite orcs could be easily added, changing the dynamics of the party. Every Lost Lands boxed set will be followed by specially designed blister packs for this expansion ability.

All of **THE LOST LANDS** fantasy releases will once again feature Grenadier's renowned animation and creativity, plus superb detail and casting, all in a workable scale and at affordable prices (each orc in the set works out to be just under \$1.90 each). The sets are designed for maximum use by gamers, so the figures are not just exotic or eccentric personalities but are usable fantasy characters and creatures that are usually encountered in fantasy games, presented in a manner that makes them the most usable.

And as an extra added bonus, we provide you with a brief written record of the Lost Lands fantasy concept's definitions of the boxed set's inhabitants on the reverse side of each box backsheet. For example, the Orcs of the Shattered Bone's backsheet talks about who made the orcs, how they relate to the other Warped Races, and why these particular orcs are so well armored and armed. In upcoming issues of The Grenadier Bulletin Newsletter, as well as the origins of the Lost Lands and how the mighty demi-gods came to create its inhabitants, backgrounds for the many new creatures that will appear in our blister lines, along with new definitions for our classic figures. So stay with us and you too, can discover the secrets of the Lost Lands.®

You Ain't Seen Nothing Yet

So, you've seen Grenadier's new Lost Lands boxed sets, Fantasy Legends blister pack figures, and new Warlords™ 15 mm miniature line and are excited, huh? Well, metal lovers, you're only knee-deep in Grenadier's 1993 tidal wave of great products thundering into your stores this summer. Of course, we're going to continue our fantasy momentum with more wonderful figures from our Lost Lands. At your gaming store now or coming your way soon are the newest Lost Lands boxed sets: Elves Sinister™ (oooh, are these Sandy Garrity evil elves cool looking!), Skeleton Guardians (Andy Chernak's complete "bone unit in a box"), Dark Dwarves™ (they who serve the Elves Sinister's needs, sculpted with insidious intent as only

Bob Charrette can do), Adventuring Companions (a complete player character party, all by Sandy Garrity), and the Minotaurs of the Horned God (the first Julie Guthrie war herd on the market). Associated blister packs will also be available soon featuring such unique offerings as Dark Dwarf Anti-Paladins, Skeleton Horse Warriors, Hirelings, and Minotaur Herd Masters and Bull Berserkers. More Fantasy Classics™ miniatures will be released featuring past Grenadier figures that our fans won't let us retire. And new, larger blister boxes will be available this summer; one with our ever-popular Nick Lund Mountain Dwarf Command Group, and another with a brand new Undead Catapult team for those who just can't let their undead armies rest in peace.

For those fantasy lovers who like something different there are some delicious Grenadier "minis" also available. If you haven't seen our 15 mm Warlords line, you're really missing some marvelous figures. With these elf, skeleton, goblin, and human armies you can play any grand miniature battle on your tabletop. Well, just to add some zest, and scare the old guard, we are redoing our most popular "bio-engines" (that's living war machines for the lingo-challenged out there) in this small scale. Soon we will have 15 mm versions of our War Mammoth, Juggernaut, and huge Dwarven Cannon available for these armies, as well as some new knights.

But the best news of all for you lovers de' phantasie (no, it's not french but it sounds fancy don't it) is Grenadier's new Dragon Lords™ miniature game. Aaah, to ride the high winds of adventure, racing your fellow dragon riders or battling to the death with your fearsome draconian foes and their nefarious masters! To feel the harsh scrape of plated scales against your saddle as you climb and dive in a nightmarish dance of aerial combat. All of this excitement can be yours with this new tabletop miniature game designed by Bryan Winter. This microscale game comes complete with rules, scenarios, six different Luminite Dragon Lords and their mounts, and new dragons already detailed so when new blister pack mini-dragons are released (one or two a month), you will already have the rules to use them. This game is designed by Grenadier exclusively for these beautiful miniatures, but even non-gamers will want to add these small scale dragons to their collection. In the months to come Grenadier is planning on expanding the Dragon Lords game, so keep your eyes on the heavens. You never know when these most dangerous of Lost Lands nobles may swoop down to add you to their collection.

1993 is more than the year Grenadier returned to reclaim the fantasy market, however. New figures have been added to our terrifying Nightmares™ horror miniatures blister line, including the loathsome

Cursed One (what do they feed this thing, 6 tons of flies a day?), the winged servitor Night Terrors (also good to use as other planar beings in fantasy games), and, of course, Serpentmen (for those important, yet mundane tasks which all masters of horror sometimes require). The Kryomex™ science fiction miniature line, based on the awesome 25 mm miniature tactical game, is kept alive with new Cyclos troops (that's "convict special forces" for you Kryomex novices, used to wage wars) including Battlesuit Cyclos with Flamers and Battlesuit Cyclos with Chainguns.

We are ecstatic over Grenadier's upcoming tabletop tactical Future Warriors™ miniatures game by master gamesmith Nick Lund. Sound like Fantasy Warriors? Well it should as Nick designed them both. This one takes place "right around the corner" in time,



Warlords 15mm Elven Archers by Julie Guthrie

in an urban setting so dark and menacing that only the most determined and well-armed street warriors can survive. Master artist Mark Copplestone takes a hiatus from fantasy to create these breathtaking miniatures of urban gang members cybernetically enhanced rumblers, and just plain desperate people. Honestly, we were bowled over when we saw his work. We knew he was excellent in the fantasy field but his sci-fi figures will set a new mark of excellence with Future Warriors. The first six blister pack releases are titled: 1501- Scavengers, 1502- Robohunters, 1503- Tac Squad Troopers, 1504- Tac Squad Leaders, 1505- Rebels, and 1506 Rebel Gang Leaders.

So there you have it, just some of our new releases for the immediate future, most of which should be coming your way before school resumes in the fall. Let us know what you think of them, and let us know if you want to keep getting the Bulletin. After all, how else are you going to find out what we have in our stockings for Fall and Christmas?❷



The Grenadier Bulletin™ Newsletter - Volume II Number 1
 Summer 1993 - Publisher: Grenadier Models - Editor: Kim Eastland - Contributors: Paul Delaney - Photography: Frank Danchez

THE FANTASY WARRIOR'S COLUMN

by Paul Delaney III

Well here we go. In the next few months we will be trying to bring you new information on **Fantasy Warriors** and **Lost Lands** in this column. Some of the topics that will be covered are: **Game Stats, Rules Clarifications, New Rules** and updates on the **Fantasy Warriors Game System** and **Lost Lands**.

To begin with—you may be seeing a new revised edition of the Fantasy Warriors Game System. Included in the new edition will be some of the following: **Rules for 15mm figures; New Races; New Magic Spells; New Monsters; Artillery Rules;** and much more.

In the meantime, this column will help you with information on Fantasy Warriors gaming—this time with **Dark Elf points, Stats, and Special Rules**.

As a special note to all Fantasy Warriors gamers the **Lost Lands Boxed Sets** come with **Game Stats** for Fantasy Warriors.

Hope this helps. Until next time, **keep rolling sixes.®**

Elves Sinister The Dark Elf Army

General rules

- ❑ Dark Elf Armies can have one "Allied Command" of warriors from any of the following races: Goblins, Orcs, Ogres, Trolls, Ratsum and Dark Dwarves.
- ❑ The allied command cannot outnumber the rest of the army, and must have an allied battle leader to lead it.
- ❑ The allied command can consist of units made up of several of the above races.
- ❑ The allied command cannot have any individuals.
- ❑ The Dark Elf Army can have up to one each type of tall-man at a cost of 100 points each.
- ❑ Maximum of two Body Guard Units per Dark Elf War Chief. Body Guard units must be in War Chief's Command

Elves Sinister Stats

| NAME | QUA | TYP | STR | RES | WOR | ARM | WEA | MOV | SAV | TER | BAD | PTS | UPG | MIN | MAX |
|-----------------------------|---------|---------|-----|-----|-------|--------|----------|------|-----|-----|-----|-----|--------------|-----|-----|
| Infantry | Average | Tribal | — | — | 1 | MD/SH | HD | 7in | No | No | No | 8 | +3 to Vet. | 5 | 20 |
| Infantry | Average | Tribal | — | — | 1 | MD/SH | SP | 7in | No | No | No | 8 | +3 to Vet. | 5 | 20 |
| Infantry | Average | Tribal | — | — | 1 | MD | 2HD | 7in | No | No | No | 8 | +3 to Vet. | 5 | 20 |
| Infantry | Average | Tribal | — | — | 1 | MD | POL | 7in | No | No | No | 9 | +3 to Vet. | 5 | 20 |
| Crossbowman | Average | Tribal | — | — | 1 | MD | XBOW | 7in | No | No | No | 10 | +3 to Vet. | 5 | 20 |
| Berserker | Average | Tribal | — | — | 1 | MD/SH | HD | 7in | No | No | No | 17 | — | 5 | 20 |
| In "Blood Lust" | Veteran | Fanatic | +1 | -1 | 2 | MD/SH | HD | 7in | No | No | No | — | — | — | — |
| Repeating Crossbowman | Veteran | Tribal | — | — | S2/C1 | MD | RE-XBOW | 7in | No | No | No | 12 | +4 to Elite | 5 | 20 |
| Cavalry | Elite | Tribal | +1 | — | 1 | XH | LA/HD | 11in | 7 | No | No | 51 | — | 5 | 20 |
| Rider & Horse in Combat | — | — | — | — | 3 | — | H&H | — | — | — | — | — | — | — | — |
| Arquebows | Average | Tribal | — | — | 1 | MD | ARBOW/HD | 6in | No | No | No | 9 | +3 to Vet. | 5 | 20 |
| Body Guard | Elite | Fanatic | +1 | — | 2 | HVY/SH | HD | 6in | 8 | No | No | 34 | — | 5 | 20 |
| Warchief/Battleleader foot | Elite | Tribal | +1 | — | 2 | XH/SH | HD | 6in | 7 | No | No | 36 | +LDR | — | — |
| Warchief/Battleleader horse | Elite | Tribal | +2 | -1 | 4 | XH/SH | HD | 11in | 7 | No | No | 72 | +LDR | — | — |
| Hero | Elite | Tribal | +1 | -1 | 5 | XH | 2HD | 6in | 7 | No | No | 80 | — | — | — |
| Hero MTD on War Horse | Elite | Tribal | +2 | -2 | 8 | XH/SH | LA/HD | 11in | 6 | No | No | 160 | — | — | — |
| Destroyer Hero | Elite | Tribal | +2 | -1 | 10 | XH | 2HD | 6in | 5 | No | No | 200 | — | — | — |
| Wizard | Veteran | Tribal | — | — | 1 | LT | HD | 8in | 7 | No | No | 11 | — | — | — |
| Priest | Veteran | Tribal | — | — | 1 | LT | HD | 8in | 7 | No | No | 86 | — | — | — |
| Soothsayer | Poor | Tribal | — | — | 1 | — | HD | 8in | 7 | No | No | 46 | — | — | — |
| Courier | Veteran | Tribal | — | — | 1 | LT | HD | 16in | 7 | No | No | 31 | — | — | — |
| Scout | Veteran | Tribal | — | — | 1 | MD | HD | 7in | 7 | No | No | 62 | — | — | — |
| Command Herald | Veteran | Tribal | — | — | 1 | XH | HD | 6in | 7 | No | No | 44 | — | — | — |
| Command Banner | Veteran | Tribal | — | — | 1 | XH | HD | 6in | 7 | No | No | 54 | — | — | — |
| Spider Rider | Average | Tribal | — | — | 1 | MD | XBOW/HD | 18in | 7 | YES | No | 60 | +12 to Vet. | 2 | 5 |
| Spider in Combat | — | — | +2 | -1 | 4 | — | T&C | — | — | — | — | — | — | — | — |
| Spider Rider | Average | Tribal | — | — | 1 | MD/SH | HD | 18in | 7 | YES | No | 60 | +12 to Vet. | 2 | 5 |
| Hero Spider Rider | Elite | Tribal | +3 | -2 | 9 | MD/SH | HD | 18in | 6 | YES | No | 203 | — | — | — |
| On Lizard Mount | Veteran | Fanatic | — | — | 1 | H | XBOW/HD | 12in | 7 | YES | No | 58 | +12 to Elite | 2 | 5 |
| Rider & Lizard in Combat | — | — | +2 | -2 | 4 | — | T&C | — | — | — | — | — | — | — | — |
| On Lizard Mount | Veteran | Fanatic | — | — | 1 | H/SH | LA/HD | 12in | 7 | YES | NO | 58 | +12 to Elite | 2 | 5 |
| Rider & Lizard in Combat | — | — | +2 | -2 | 4 | — | T&C | — | — | — | — | — | — | — | — |
| Hero on Lizard Mount | Elite | Fanatic | +3 | -2 | 9 | H/SH | HD | 12in | 6 | YES | No | 198 | — | — | — |

Elves Sinister Boxed Sets Stats

| NAME | QUA | TYP | STR | RES | WOR | ARM | WEA | MOV | SAV | TER | BAD | PTS | UPG | MIN | MAX |
|-----------------------|---------|---------|-----|-----|-------|-------|---------|-----|-----|-----|-----|-----|-------------|-----|-----|
| Berserker | Average | Tribal | — | — | 1 | MD/SH | HD | 7in | No | No | No | 17 | — | 5 | 20 |
| In "Blood Lust" | Veteran | Fanatic | +1 | -1 | 2 | MD/SH | HD | 7in | No | No | No | — | — | — | — |
| Infantry | Average | Tribal | — | — | 1 | MD/SH | HD | 7in | No | No | No | 8 | +3 to Vet. | 5 | 20 |
| Infantry | Average | Tribal | — | — | 1 | MD | XBOW/HD | 7in | No | No | No | 10 | +3 to Vet. | 5 | 20 |
| Repeating Crossbowman | Veteran | Tribal | — | — | S2/C1 | MD | RE-XBOW | 7in | No | No | No | 12 | +4 to Elite | 5 | 20 |
| Wizard | Veteran | Tribal | — | — | 1 | LT | HD | 8in | 7 | No | No | 11 | +Magic | — | — |
| Priestess | Veteran | Tribal | — | — | 1 | LT | HD | 8in | 7 | No | No | 86 | — | — | — |

CATALOG UPDATE PAGE

Lost Lands Box Sets

| | | |
|------------|---------------------------------|-------|
| ___ L 3001 | Orcs of the Shattered Bone (10) | 18.99 |
| ___ L 3002 | Elves Sinister (10) | 18.99 |
| ___ L 3003 | Skeleton Guardians (10) | 18.99 |
| ___ L 3004 | Dark Dwarves (10) | 18.99 |
| ___ L 3005 | Adventuring Companions (10) | 18.99 |
| ___ L 3006 | Minotaurs of the Horned God | 18.99 |



3004

Julie Guthrie Personalities II

| | | |
|----------|---------------------|------|
| ___ 8146 | Swordswoman II | 2.15 |
| ___ 8147 | Adventuring Bard | 2.15 |
| ___ 8148 | Death Knight | 2.15 |
| ___ 8149 | Warrior Priest | 2.15 |
| ___ 8150 | Adventuring Ranger | 2.15 |
| ___ 8151 | Young Fighter Mage | 2.15 |
| ___ 8152 | Rogue (1) | 2.15 |
| ___ 8153 | Iron Lord (1) | 2.15 |
| ___ 8154 | Female Dwarf (1) | 2.15 |
| ___ 8155 | Dwarf Priest (1) | 2.15 |
| ___ 8156 | Dwarf Priestess (1) | 2.15 |
| ___ 8157 | Female Vampire (1) | 2.15 |



8146

8147

8148



8149

8150

8151

Mark Copplestones Future Warriors

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| ___ L 1502 | Robo Hunters (2) | 4.00 |
| ___ L 1503 | Trooper Tac Squad (2) | 4.00 |
| ___ L 1504 | Tac Squad Leaders (2) | 4.00 |
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| ___ L 1506 | Rebel Leaders (2) | 4.00 |
| ___ L 1507 | Future Savages (2) | 4.00 |
| ___ L 1508 | Future Savage Slashers (2) | 4.00 |
| ___ L 1509 | Teen Robo Hunters (2) | 4.00 |



1501

1502

Future Warriors Vehicles

| | | |
|------------|--------------------|------|
| ___ L 1701 | Assault Walker (1) | 9.95 |
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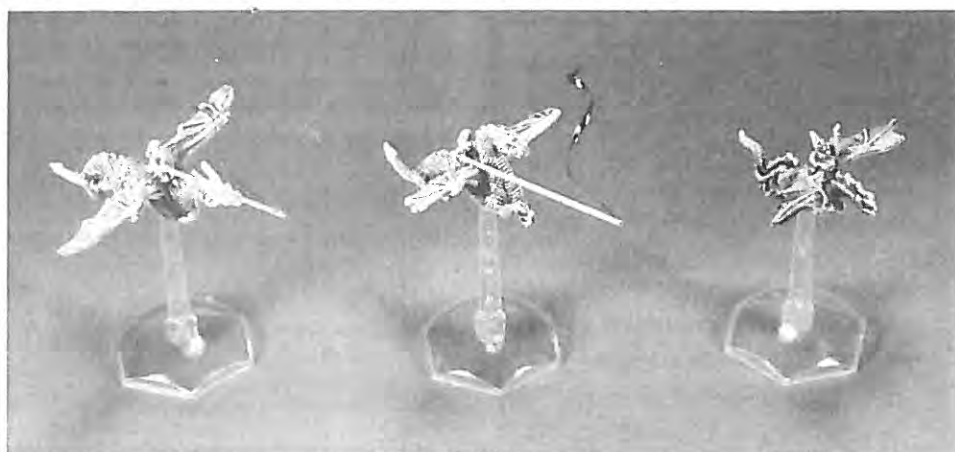
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Dragon Lords The Game

- ___ 5700 Dragon Lords The Game 34.95
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Dragon Lords Mini-Dragons With Flying Stands

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5701

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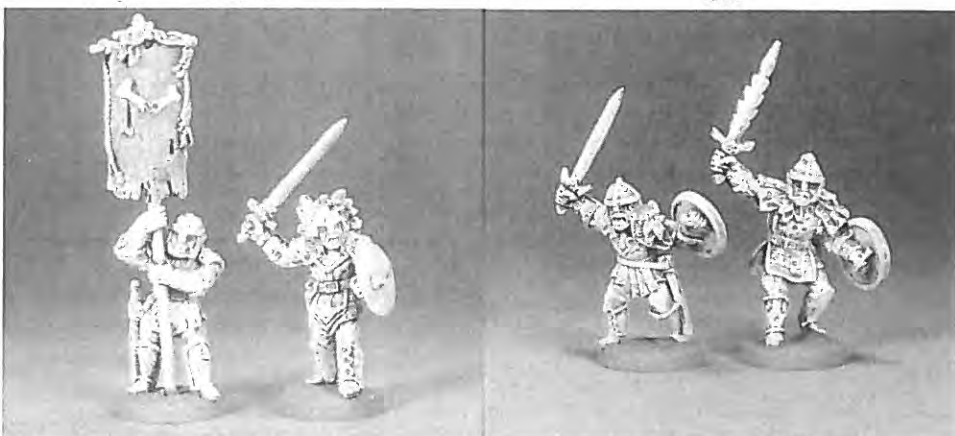
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- ___ 3117 Thieves (2) 4.00
- ___ 3118 Orc Command (2) 4.00
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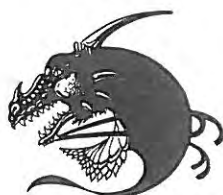
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Warlords 15mm Figure Packs

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|------------|--------------------------------|------|
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1801



1803



1804



1806

Fantasy Warriors

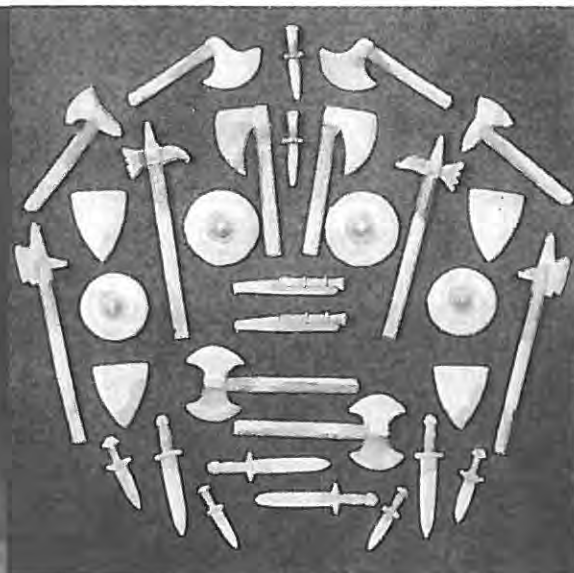
| | | |
|------------|---------------------------------------|-------|
| ___ L 9201 | Cyclops Berserker | 11.00 |
| ___ L 9202 | Undead Catapult With Skulls & Crew | 11.00 |
| ___ L 9203 | Mountain Dwarf Command Group | 11.00 |

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9201



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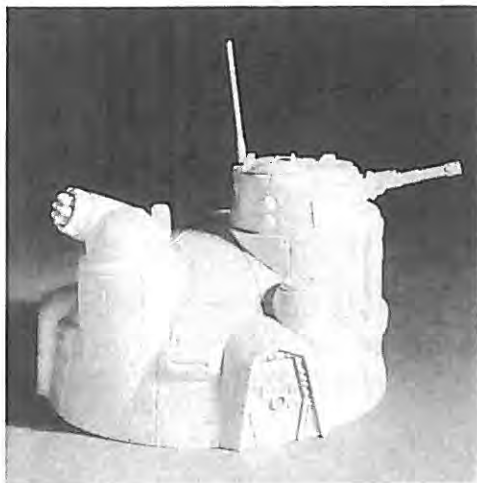
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S - 1

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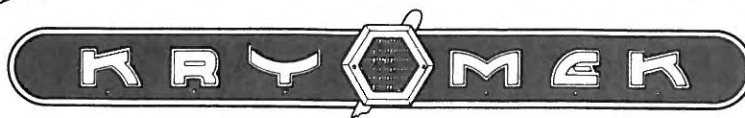


S - 2

GRENADIER

PRESENTS

END of SUMMER SPECIALS



FANTASY FORGE LTD

RESIN ACCESSORIES

(Small Figure Not Included.)

